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INSIDE

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Retro-styled T-shirts

California Car Cover Company • www.calcarcover.com
800-423-5525 • starting at \$19.99

T-shirts have been standard casual wear among Americans for decades, but back in the '50s, a T-shirt bearing a car club or speed parts logo was the sort of thing worn by a rebel, someone more concerned with going fast than conforming to the mainstream. Today, the style of those old logos still holds up as classic cool, and you can wear them with pride without raising the ire of local authorities.

California Car Cover Company is offering a variety of retro-styled shirts in 100 percent pre-shrunk cotton. Selections from Phantom Hot Rod, Motor Cult and Wicked Quick are modern creations with a vintage flair, including a number of replica '50s car club shirts, while designs from Mooneyes and So-Cal Speed Shop feature the same logos and designs that these outfits brought to popularity back in the day. There are also contemporary designs from So-Cal, including some featuring their resident TV hero, Jimmy Shine, and his sculpted steel creations.

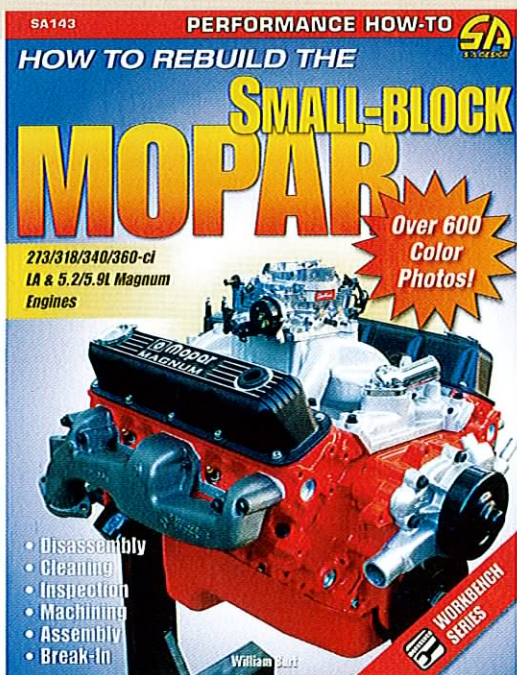
GO500 Racing Dice Game

Horsepower Heritage • www.horsepowerheritage.com • 866-695-9200 • \$19.99

You think video games are the only way to experience the thrill of racing without being in a car? Leave the electronics at home and try GO500, a dice game based on the challenges of speedway racing. The game contains nine dice of five different types — a flag die, a pit die, a crash die and six mileage dice.

The basic idea is to be the first to accumulate 500 miles, but there will be plenty of obstacles in your way. Just as in real speedway racing, you can run into setbacks like yellow or red flags, long pit stops and crashes, and there's no way to know for sure when you'll encounter one of these pitfalls, or how far back each will set you. Along the way, you'll occasionally have the opportunity to send the bad luck to your competitors, widening your lead, but also as in real racing, they'll get their chances to send you to the back of the pack, too.

Though the idea of a dice game in the realm of today's digital age may seem too simple, this game is actually somewhat intricate, with unpredictable outcomes, and it's just plain fun. Plus, you can play anywhere you can find a level surface, with as many players as you like.



How to Rebuild the Small-Block Mopar

S-A Design • www.carttechbooks.com • 800-551-4754 • \$24.95

We cover a lot of tech books in this column, and many of those dedicated to engine building seem to be based on the ever-popular Chevy V-8, both small- and big-block. This time we were pleased to receive material on a hands-on guide to the Mopar small-block, an engine of proven durability and power potential. We were glad to find that the book doesn't just focus on the 340 and 360, but looks at the entire line of Chrysler small-blocks, including the 273 and 318 and the later Magnum 5.2L and 5.9L engines.

Author William Burt starts at the absolute beginning — pulling an engine from a vehicle — and proceeds through the steps of dismantling, cleaning, machining and assembling the Chrysler LA-series V-8. Along the way, graphic callouts are used to alert the reader to special steps and trouble areas, and to offer tips and tricks to deal with particular tasks. Important information like torque specs and sequences are also included.

There are 144 pages in all, detailed with 600 photos, all of which are in color. This is a good one for the first-time builder, though the experienced mechanic can benefit as well.